Nokia N-Gage™ Game Deck

Any information submitted below shall not be deemed as confidential and shall not be covered by any NDA. The information shall be used by Nokia solely for the purpose of evaluating whether the company will be accepted as an N-Gage Authorized Developer. Please submit the form to Developer.Relations@N-Gage.com.

By submitting this application form, the company confirms that it has read and agrees to the www.N-Gage.com/developers Site terms and Privacy Policy. The decision regarding the acceptance of the application shall be non-appealable and at Nokia's sole discretion. Please submit the form to Developer.Relations@N-Gage.com.

Thank you very much for your interest in the Nokia N-Gage™ game deck platform.

Developer application submission date:

If you have signed an N-Gage title development deal with an N-Gage publisher, please list:

Publisher name:

Game title:

Date of the contract signature:

Nokia N-Gage Business Development contact name:

We will require information about your company and its game business or development experience. Primarily, we are looking for companies that are established game developers. Companies in the business of middleware, audio, networking, etc, technology vendor or QA, certification, will have to follow the same process.

Please fill in the following information:

Company name *(full legal name)*: _____

Company Web site:

Date company established *(month, year)*: _____

Years in the gaming business:

Business mailing address *(street, building, zip/-postal code, city, country)*:

Funding/investors *(specify private or public: if venture, please note)*:

Management team members' names and relevant experience in gaming industry:

Main contact person's name and title:

Phone number:

E-mail address:

Fax number:

Number of full-time employees:

Number of part-time employees:

Brief overview of the company:

(example: game development or business capability; programming, console developer: 3D/GFX, game/AI, network, audio, art, test/documents, QA, marketing, legal, sales, distribution)

10 most recently published game titles:

Title	Genre	Platform	Year of Completion/ Release Date	Publisher

Games industry experience of your resources: *(Please list the number of employees in each area and their roles in the company, top productions they worked on and as well as the years in the industry, e.g. 3 artists, previous worked on X,Y,Z. Total of 12 years of games industry experience (4 years each of them), other roles in the company such as level designers, producers, programmers, MMOG, mobile networking technologies)*:

Number of employees	Role in company	Most relevant previous productions of some of the employees	Years in games industry (total)

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